

Klassendiagramm:

CanvasRenderingContext

Vector

x: number
y: number

+ constructor(_x,_y)

Door

- isOpen: boolean

+ constructor(_position)
+ open()
+ close()
+ isOpened()
- drawOpenDoor()
- drawClosedDoor()

Seat

- mirror: boolean
- size: number
- ghost: Ghost

+ constructor(_position,
_mirror, _size)
+ isFree()
+ getGhost()
+ addGhost()
+ removeGhost()
- drawSeat()

IceCream

- iceballs []: IceBall[]
- sprinkles []: Sprinkle[]
- sauces []: Sauce[]
- size: number

+ constructor(_position,
_size)
+ addIceBall()
+ addSauce()
+ addTopping()
+ getIceBall()
+ getSauce()
+ getSprinkles()
+ equals()
- drawCone()

Drawable

position: Vector

+ constructor(_position)
+ draw()

Speechbubble

- content: Drawable
- SCALE: number

+ constructor(_position)
+ addRandomIceCream()
+ getContent()
- drawSpeechbubble()

Ghost

- emotion: string
- timer: number
- speechbubble: Spechhbubble
- activateSpeechbubble: boolean

+ constructor(_position, _Emotion,
_activateSpeechbubble)
+ move()
+ interact()
- updateTimer()
+ addSpeechbubble()
+ getSpeechbubble()
- drawMouth()
- drawGhost()

Background

+ constructor(_position)
- drawAllTables()
- drawAllLanterns()
- drawTable()
- drawLantern()
- drawLight()
- drawStoneStuff()
- drawCounterBackground()

UI

- cashCount: number
+ constructor(_position)
+ interact()
+ increaseCounter()
- drawWorkspace()
- drawX()
- drawText()
- drawCashCounter()
- drawToppingInGlasses()
- drawSnail()
- drawBottles()

Ingredient

data: ingredientType
size: number

+ constructor(_data,
_position, _size)
+ get name()

Sprinkle

+ constructor(_data,
_position, _size)
- drawSprinkle()

Sauce

+ constructor(_data,
_position, _size)
- drawSauce()

IceBall

+ constructor(_data,
_position, _size)
- drawBall()

SauceinBottles

- saucePosition: SaucePositionType
+ constructor (_data,
_saucePosition, _position, _size)
+ interact()
- drawLeftSauce()
- drawRightSauce()

IceTray

- iceTrayPosition: SaucePositionType

+ constructor(_data, _icetrayPosition,
_position, _size)
+ interact()
- drawLeftIce()
- drawMiddleIce()
- drawRightIce()

Topping

- toppingPosition: ToppingPositionType
+ constructor(_data, _ iceTrayPosition,
_position, _size)
+ interact()
- drawLeftTopping()
- drawRightTopping()